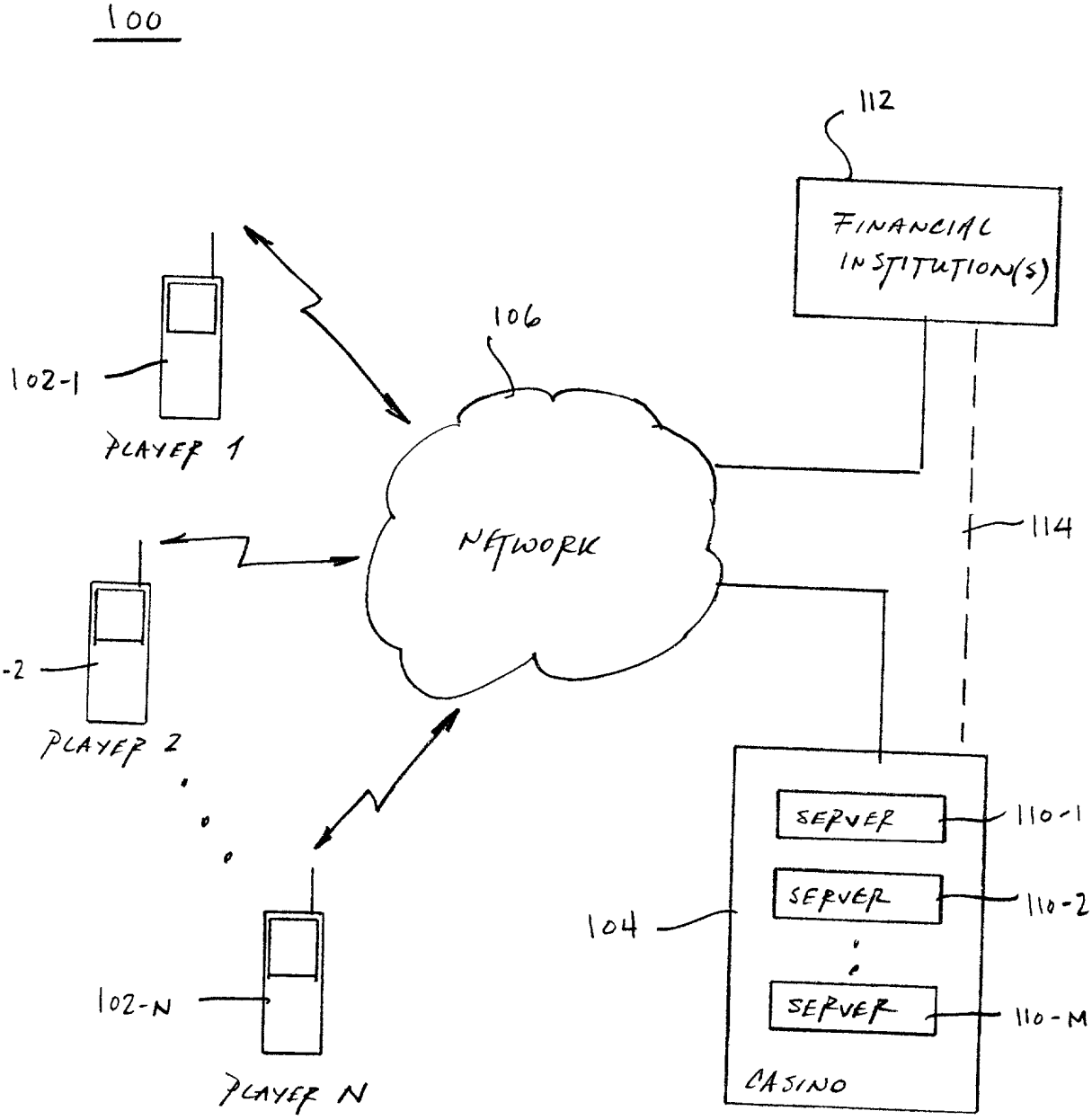

FIG. 1

09/14/2004 12:14:46 PM

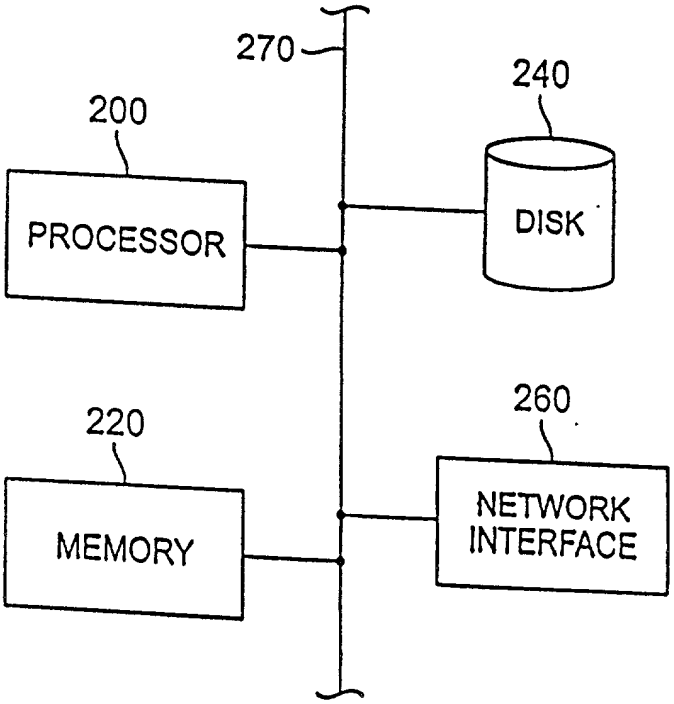

FIG. 2

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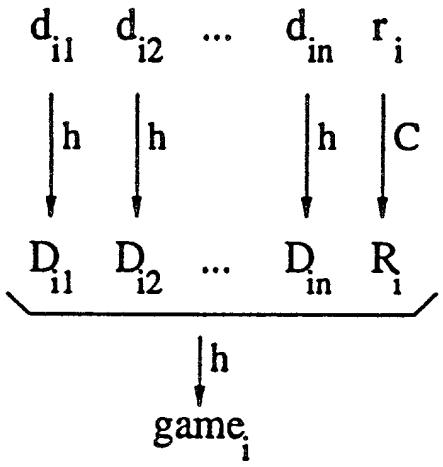

FIG. 3

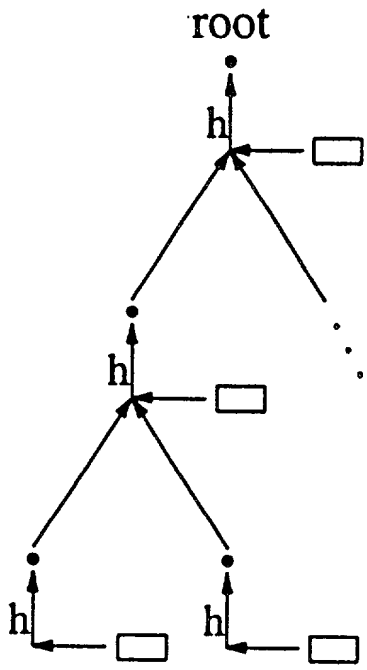

FIG. 4

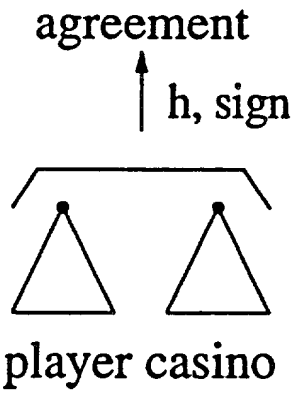

FIG. 5

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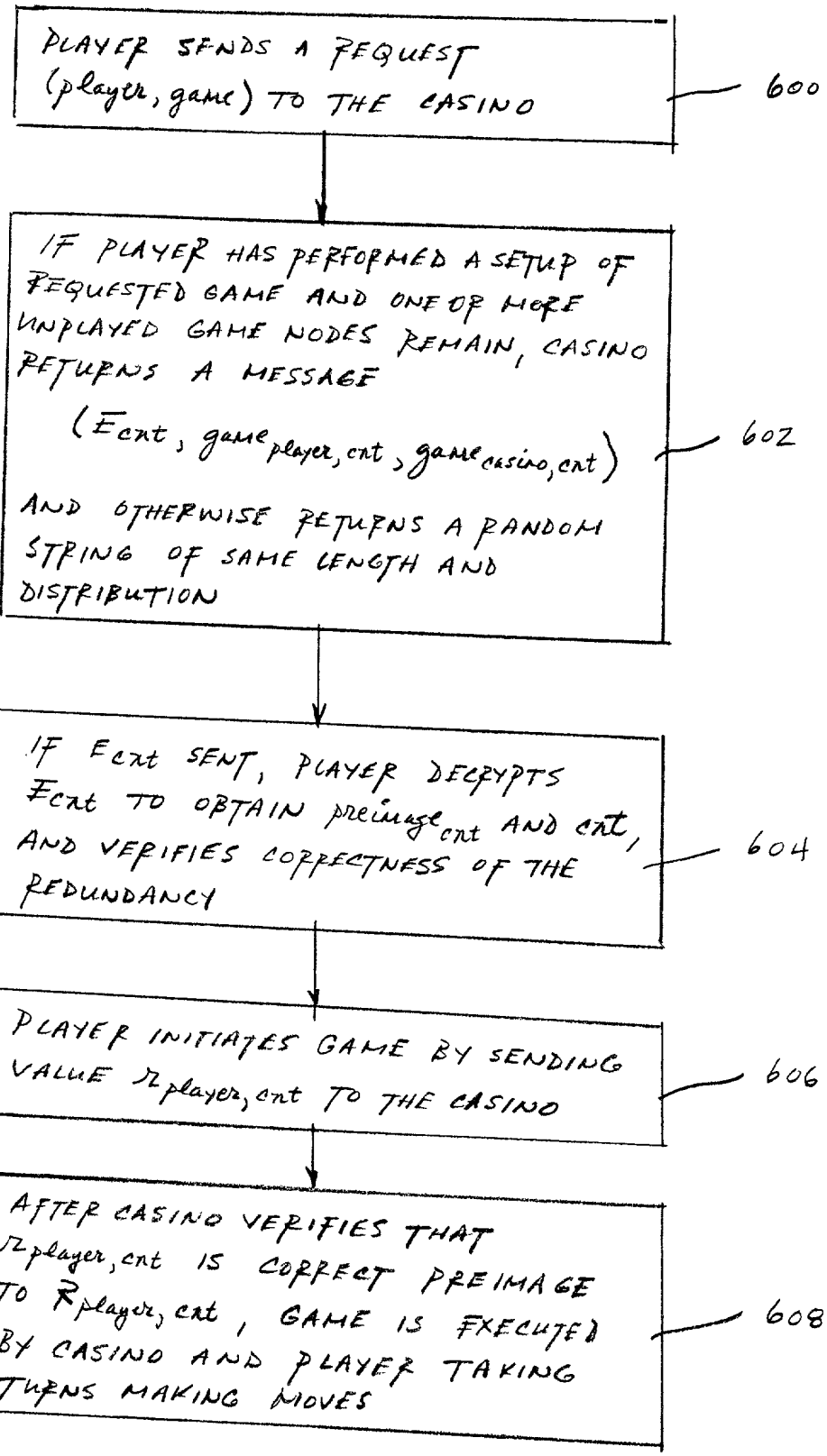
PLAYER SENDS A REQUEST (player, game) TO THE CASINO
600
IF PLAYER HAS PERFORMED A SETUP OF REQUESTED GAME AND ONE OR MORE UNPLAYED GAME NODES REMAIN, CASINO RETURNS A MESSAGE
$(E_{cnt}, game_{player,cnt}, game_{casino,cnt})$
AND OTHERWISE RETURNS A RANDOM STRING OF SAME LENGTH AND DISTRIBUTION
602
IF E_{cnt} SENT, PLAYER DECRYPTS E_{cnt} TO OBTAIN $preimage_{cnt}$ AND cnt, AND VERIFIES CORRECTNESS OF THE REDUNDANCY
604
PLAYER INITIATES GAME BY SENDING VALUE $R_{player,cnt}$ TO THE CASINO
606
AFTER CASINO VERIFIES THAT $R_{player,cnt}$ IS CORRECT PREIMAGE TO $\bar{R}_{player,cnt}$, GAME IS EXECUTED BY CASINO AND PLAYER TAKING TURNS MAKING MOVES
608

FIG. 6